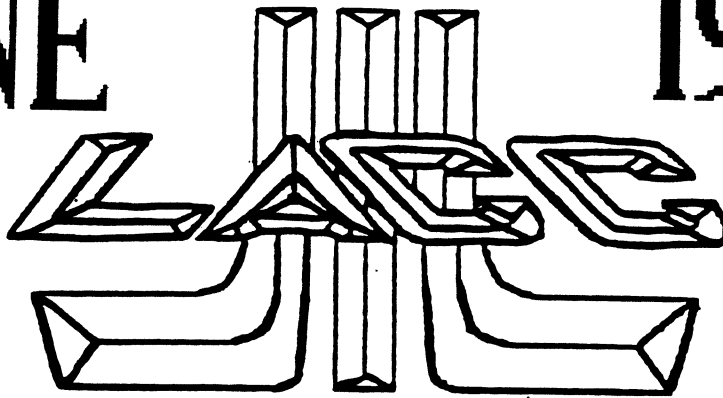


**JUNE**

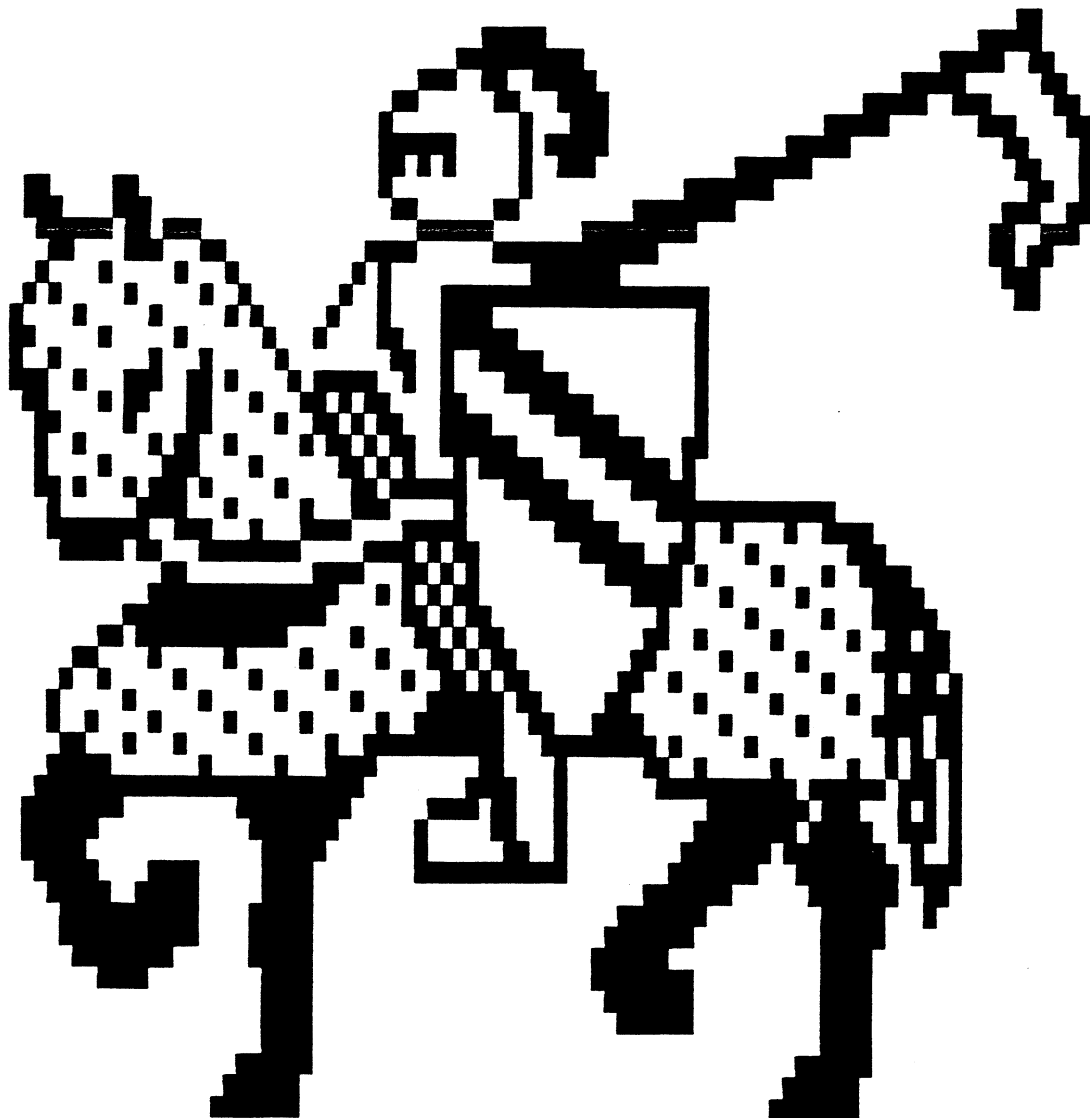
**1986**



**LAWRENCE ATARI COMPUTER CLUB**

MEMBER NEWSLETTER

AN INDEPENDENT COMPUTER USERS' GROUP



# EDITORIAL

## Bob's Bits

Summer is here and its time to relax and get outside and see places. Why not take your computer along. With a modem you can keep in contact with the BBS or Compuserve from your hotel or tent??? We will talk about telecommunications at the next meeting. I will have a video tape of a session on our own Bloom County II and a session on Compuserve so you may see what a BBS and a large Database is like. By the way, if you are a member of Compuserve you can make your hotel, plane, and rental car reservations from your home on your computer.

Summer is also the time to think about going to the fair. On July 19-20 we have been invited to participate in a computer fair with the MAGIC Atari club in Des Moines, Ia. We plan to take some of our library disks to sell. We also want to take some demos to show. If you want to participate just let me or one of the officers know. The more the merrier.

We are also going to try something different at the next meeting. For those interested in the ST, plan to come to the ST sig at 12:00; at 1:00 we will set up the 8-bit machine and then start the business meeting at 1:30. Following the business meeting we will have the question/answer/news time then have the program. Following the program, which should end by 3:30, if not before, we will have both the ST and 800x1 set up for those interested in seeing stuff on either machine as well as have the libraries open. We also hope to start an ST library of public domain programs soon. We will let you know when it is ready. We hope this schedule change will allow all to see the machine they are interested in and still have a program and news of interest to all members. See you then.

Bob Drake, Club President

**OUR OWN BBS:** Our club now has its own Bulletin board. It is called Bloom County II. The phone number is 913-843-1312. It is on 24 hours a day, 7 days a week, and is 300 or 1200 baud. Look for programs from club disks and messages about club events on it.

**ANNOUNCEMENT:** The ST SIG now meets at 12:00 noon on the day of the regular club meeting at the Lawrence Public Library Auditorium. The next meeting will be on June 14 at noon. If you want to see the ST in action and see new ST software and news come to the ST SIG.

## Telecommunications SIG

The telecommunications SIG met at First Southern

Baptist Church on May 15. There were 5 present. We logged on to Bloom County II (our own BBS) and read messages and left a few. Then we logged on to Compuserve and looked around on it for a while. We left a message on it to Tom Hudson inviting him to come to one of our meetings sometime. We also called a new database called PeopleLink but couldn't access it without a password. I applied for a password and should be able to access it at the next meeting.

The next Sig meeting will be at 7:30 pm on June 19 at First Southern Baptist Church.

## HINTS

Reprinted by permission from the JACS newsletter.

**Ghost Chaser:** Type "FRANK" to replenish your supply of men, type "FANDA" to skip half the game.

**Pharaoh's Curse:** The password is "SYNISTOPS".

**Spare Change:** Pressing CTRL-Z will bring you to the zerk control panel.

**One on One:** If you make 3 shots in a row the 4th will always go in.

**Ultima III:** To get into the Exodus Castle type "EVOCARE".

**FOR SALE:** Atari 1200XL computer with Indus 6T disk drive. Practically new and hardly used, includes cables and carrying case for drive. Make offer. Call Russ Brooks at 913-842-7887.

**NOTICE:** At the June meeting we will start the business meeting at 1:30pm in order to allow more time after the program for visiting and hands on usage of the machines. The ST will also be set up after the program too.

So remember to come earlier to attend the meeting.

## Minutes of the May General Meeting

Bob Drake called the May 10th meeting of the Lawrence Atari Computer club to order at 2:24 in the Lawrence Public Library Auditorium. There were 27 people including our three guests present.

Larry Curtis, Club Disk Librarian, announced that SPDCALC and PAPERWT need to be added to the library. Gene Haan, Club Cassette Librarian, announced that a new cassette has been added to the library it contains Firebug (Analog) and Elevator Repair Man.

After the reports were given there was a pause in the

LAWRENCE ATARI COMPUTER CLUB  
PUBLIC DOMAIN SOFTWARE LIST

meeting for a news and information exchange.

Announcements:

Doc's and software for the old 800 256K upgrade is now in the Disk Library.

Please use Xmodem to upload text files to the club BBS until the bugs are worked out of the system.

Four people are now going the computer fair in Des Moines, Iowa July 19th and 20th.

Door Prize winners this Month are:

Dan Morris

Charlie Curtiss

David Aarnes

Our guest speaker of the Month was William Graziano, the author of Advan Basic (ED note: Review appeared in the April issue of Antic. Mr. Graziano son spoke to us last March.)

James Wolf gave a demo of a program called Star Fleet. He likened it to a career in the Navy.

May 15 Council Meeting

Bob called the meeting to order at 6:43 PM in the basement of the 1st Southern Baptist Church, 1917 Naismith, in Lawrence.

Mark Pennel made a motion to leave the ST set up during the meeting and continue to demo special ST stuff during the general meeting and to have the machines available after the meeting so people can try out different software and peripherals. The motion was seconded and passed.

The Computer Fair was discussed and Bob told us he had found out it would be kind of like a Flea Market and that we could sell copies of our Club disk or anything else we want to take. Bob was picked to contact William Graziano to see if he would go with our group. Mark Saler was pick to contact Dave Richardson to see if he could put together another demo tape like the one he did for the Lawrence Computer Fair.

Program subjects for the next few months were discussed. Telecom in June, ST graphics in July, and we hope Tom Hudson will respond to the message we left for him on Compuserve.

It was also decided to call for volunteers at the June meeting to coordinate another Computer Fair in Lawrence this year. (ED note: Please help. The officers of the club cannot do everything you must help if we are to make an impact in the community. I knew about the club a year before I joined. I'm not sure exactly what made the difference but I actually joined at the Computer Fair last year. I can tell you from personal experience, you do get more out of the club when you become involved.)

LACC .1 001 LACC1  
CHICKEN . 059 LACC1  
BANKSHOT. 046 LACC1  
PINGPONG. 056 LACC1  
THUNDER . 061 LACC1

LACC .2 001 LACC2  
STARBLST. 054 LACC2  
FLASH . 005 LACC2  
CHECKS . 020 LACC2  
TAG .COM 059 LACC2  
MENUPLUS. 024 LACC2  
MINDMAZE. 067 LACC2  
BALLOON . 092 LACC2  
GOLDRUSH. 046 LACC2  
GRUBS . 071 LACC2  
D066IE . 066 LACC2  
SPEED .DEM 048 LACC2  
PAC .INV 044 LACC2

LACC .3 001 LACC3  
PAXMEN . 002 LACC3  
PAXDAT . 029 LACC3  
GUN . 002 LACC3  
GONDAT . 029 LACC3  
DIVE . 139 LACC3  
MENUPLUS. 024 LACC3  
DEFENCE . 077 LACC3  
MUGMUMP . 015 LACC3  
ORGAN . 014 LACC3  
STRING .TUT 027 LACC3  
YEARCAL . 027 LACC3  
TAG .BB 043 LACC3  
ARTILARY. 027 LACC3

LACC .4 001 LACC4  
FURTRADE. 044 LACC4  
HARVEY . 032 LACC4  
PLAYER . 017 LACC4  
BUDWKSHT. 031 LACC4  
MENUPLUS. 024 LACC4  
CAMEL . 060 LACC4  
ESCAPE . 051 LACC4  
ANTWARS . 037 LACC4  
MEDITATE. 032 LACC4  
DEMO . 036 LACC4  
DIAMOND . 003 LACC4  
EGGS . 057 LACC4  
NUTCRACK. 041 LACC4

LACC .5A 001 LACC5A  
TOUCH . 043 LACC5A

TANKTRAP. 077 LACC5A  
MAZE . 056 LACC5A  
STORY . 037 LACC5A  
FUGUE . 042 LACC5A  
SAUCER . 025 LACC5A  
DRAGON . 061 LACC5A  
MYRIAPED.BIN 003 LACC5A  
MYRIAPED. 109 LACC5A  
MENUPLUS. 024 LACC5A  
MENU . 011 LACC5A

LACC .5B 001 LACC5B  
TOUCH . 043 LACC5B  
TANKTRAP. 077 LACC5B  
MAZE . 056 LACC5B  
RESCUE . 062 LACC5B  
STORY . 037 LACC5B  
FUGUE . 042 LACC5B  
SAUCER . 025 LACC5B  
DRAGON . 061 LACC5B  
SIDETWO .L5 0p1 LACC5B  
MENU . 011 LACC5B

LACC .6 001 LACC6  
EASYKEY .LST 057 LACC6  
EASYKEY .OBJ 003 LACC6  
MAYB2 .EZ 022 LACC6  
XYZZY .TMP 001 LACC6  
MAKER . 011 LACC6  
MAKESOFT. 011 LACC6  
LOADER . 003 LACC6  
LOADSOFT. 003 LACC6  
SK .1 002 LACC6  
TESTONE . 001 LACC6  
A . 001 LACC6  
EASYKEY .SRC 023 LACC6  
C . 006 LACC6  
D . 003 LACC6  
E . 003 LACC6  
F . 002 LACC6  
G . 002 LACC6  
I . 002 LACC6  
VTABLE . 002 LACC6  
DEC . 002 LACC6  
HEX . 003 LACC6  
GHOSTMKR. 007 LACC6  
DSPEED . 012 LACC6  
ZORRO . 016 LACC6  
PROGLIB . 060 LACC6  
USER .INS 002 LACC6  
B . 007 LACC6  
SOFTKEY .1 002 LACC6  
PROGSORT. 012 LACC6  
DISK .CAT 001 LACC6

LACC .7A 001 LACC7A  
PICLOAD . 040 LACC7A

ROYALS . 062 LACC7A  
 SUNMOON . 062 LACC7A  
 CAR . 062 LACC7A  
 EINSTEIN. 062 LACC7A  
 MICROMAN. 062 LACC7A  
 TIGER . 062 LACC7A  
 DESERT . 062 LACC7A  
 DEER . 062 LACC7A  
 CUBE . 062 LACC7A  
 MAJESTIC. 062 LACC7A

LACC .7B 001 LACC7B  
 SAILBOAT. 062 LACC7B  
 GIRLS . 062 LACC7B  
 GIRLS2 . 062 LACC7B  
 DUCK . 062 LACC7B  
 WATCH . 062 LACC7B  
 LADY . 062 LACC7B  
 WINSTON . 062 LACC7B  
 CONBOY . 062 LACC7B  
 TOOTHPAS.TE 062 LACC7B  
 GIRL . 062 LACC7B  
 CHIPS . 062 LACC7B

LACC .8 001 LACC8  
 PART .I 043 LACC8  
 LINES . 003 LACC8  
 WARN . 022 LACC8  
 MENU . 024 LACC8  
 ATARI . 019 LACC8  
 MARCH .MBD 016 LACC8  
 ATARI400. 043 LACC8  
 FACE . 022 LACC8  
 START . 006 LACC8  
 COLOR . 024 LACC8  
 MOLECULE. 009 LACC8  
 MAGIC . 020 LACC8  
 ATARI800. 092 LACC8  
 BACH .MBD 016 LACC8  
 PART .II 037 LACC8  
 ENTERTNR.MBD 014 LACC8  
 INTROX . 003 LACC8  
 INTRO . 052 LACC8  
 BILLBORD. 017 LACC8  
 BUMBLE . 042 LACC8

LACC .9 001 LACC9  
 SIGN .9 019 LACC9  
 HOUSE .9 014 LACC9  
 ARROWS .9 013 LACC9  
 CROSS .9 0p6 LACC9  
 CIRCLE .10 013 LACC9  
 DESIGN .10 035 LACC9  
 PLACK .9 020 LACC9  
 LIGHTHOU.10 022 LACC9  
 DESIGN .11 006 LACC9  
 HOUSE .11 017 LACC9

MGROUND .10 063 LACC9  
 START . 001 LACC9  
 DESIGN .102 035 LACC9  
 PLACK . 020 LACC9  
 SCREEN .9 016 LACC9  
 MENU . 028 LACC9  
 GTIAPIC . 065 LACC9  
 ACCUB . 011 LACC9  
 ACDAT . 009 LACC9  
 GTIA . 010 LACC9  
 GUARDIAN. 034 LACC9  
 GUARDIAN.CTI 034 LACC9  
 GENERATO.R 027 LACC9  
 GTIADENO.1 016 LACC9

LACC .9B 001 LACC9B  
 GR7DEMO . 017 LACC9B  
 MENU . 017 LACC9B  
 HELIDENO. 015 LACC9B  
 GOODNAME. 006 LACC9B  
 BARGRAPH.1 016 LACC9B  
 TITLMAKE. 016 LACC9B  
 MUSICFLG. 122 LACC9B  
 TRAIN . 009 LACC9B  
 VIDGRFIT. 020 LACC9B  
 ANIMATE .BAR 025 LACC9B  
 PRETTY .MAX 024 LACC9B  
 QUADDDRAW. 007 LACC9B  
 BAYAREA .CLB 019 LACC9B  
 SUNRISE .1 006 LACC9B  
 SUNRISE .2 031 LACC9B  
 STRNGART. 018 LACC9B  
 GRPHMODE. 040 LACC9B  
 SONDHODE. 008 LACC9B  
 FNCPLT . 016 LACC9B  
 GREETING.S 011 LACC9B

LACC .10A 001 LACC10A  
 A\utils .SYS 016 L10A  
 MASTER .DIR 238 L10A  
 INDEX .GEN 028 L10A  
 NEATLIST. 030 L10A  
 IO .LST 010 L10A  
 POLYCOPY.ONE 031 L10A  
 FASTFING.ERS 037 L10A  
 POLYCOPY.TWO 033 L10A

LACC .10B 001 LACC10B  
 Adiskdup.SYS 015 LACC10B

LACC .11 001 LACC11  
 SAMPLE .CAS 007 L11

SAMPI .CAS 007 L11  
 SAMPII .CAS 007 L11  
 SAMPIII .CAS 007 L11  
 WILD1 .CAS 007 L11  
 SAMPLE1 .CAS 007 L11  
 SAMPLE2 .CAS 007 L11  
 SAMPLE3 .CAS 007 L11  
 SAMPLE4 .CAS 007 L11  
 SAMPLE5 .CAS 007 L11  
 WILD2 .CAS 007 L11  
 SAMPLE6 .CAS 007 L11  
 SAMPLE7 .CAS 007 L11  
 SAMPLE9 .CAS 007 L11  
 SAMPLE8 .CAS 007 L11  
 SAMPLE10.CAS 007 L11  
 SAMPLE12.CAS 007 L11  
 SAMPLE11.CAS 007 L11  
 CASTLE .DOC 047 L11

LACC .12 001 LACC12  
 A\util .SYS 023 L12  
 UST51585. 032 L12  
 UTL51585. 028 L12  
 UWORK . 001 L12  
 UBACK . 001 L12  
 ERRORS . 011 L12  
 POLYCOPY.ONE 031 L12  
 POLYCOPY.TWO 033 L12  
 COPIER6 .85 005 L12  
 CHECK2 . 023 L12  
 PROOF . 009 L12  
 DISKRX . 078 L12  
 RUN-ME .NOW 002 L12  
 RS232 .SYS 002 L12  
 HNTRANSL.OS 085 L12

LACC .13 001 LACC13  
 SUPERMOD.BIN 117 L13  
 NEATLIST. 030 L13  
 IO .LST 010 L13  
 POLYCOPY.ONE 031 L13  
 FASTFING.ERS 037 L13  
 POLYCOPY.TWO 033 L13

LACC .14A 001 LACC14A  
 PLANET .OBJ 029 L14A  
 BRICKLAY.OBJ 016 L14A  
 SHOOTSTR.OBJ 011 L14A  
 CRASHDIV.OBJ 056 L14A  
 BATTLEB .OBJ 028 L14A

LACC .14B 001 LACC14B

LACC .15 001 LACC15  
 HARVEY . 013 L15  
 HOLLYMED. 063 L15  
 DEFEND . 013 L15

FIRE . 071 L15  
 FROGGIE . 040 L15  
 MANIAC . 032 L15  
 HOPPER . 056 L15  
 LIVEWIRE. 037 L15  
 ONSLAU6T. 042 L15  
 PONG . 010 L15  
 FILLERUP. 026 L15

LACC .16 001 LACC16  
 MENU31 .OBJ 115 L16

LACC .17 001 LACC17  
 HOLLYM .DOC 064 L17  
 HOLLYM .OBJ 063 L17  
 BALL .OBJ 052 L17  
 BALL2 .OBJ 052 L17  
 XMASTREE.OBJ 083 L17

LACC .18 001 LACC18  
 SYNTROM . 016 L18  
 ELEVATOR. 018 L18  
 COSMICDE.F 027 L18  
 TRICKYBU.G 108 L1x  
 LASTWARR.IOR 017 L18  
 SPACERAC.E 033 L18  
 FIREBUS . 039 L18  
 AVALANCE. 047 L18  
 PLANETDE.F 029 L18  
 OREAD . 046 L18

LACC .19 001 LACC19  
 SPDCALC . 070 L19

LACC .20 001 LACC20  
 GR10X7 .BAS 012 L20  
 GR10X7 .ASM 006 L20  
 FINESC1 .BAS 007 L20  
 FINESC2 .BAS 017 L20  
 HEXPAD .BAS 009 L20  
 HEXPAD .ASM 004 L20  
 CONVERT .BAS 065 L20  
 RETRMAIN.BAS 099 L20  
 RETRCASS.LST 003 L20  
 RETRDISK.LST 003 L20  
 LUMBER .BAS 081 L20  
 PSOUND1 .PIL 001 L20  
 PSOUND2 .PIL 050 L20  
 MUSE .BAS 037 L20  
 MUSEDEMO.BAS 003 L20  
 MUSE .ASM 091 L20  
 BOOTCAMP.ASM 008 L20  
 DISASM .BAS 047 L20  
 RETRO .OBJ 042 L20  
 MENU . 010 L20  
 ANALOG .14 001 L20

LACC .21 001 LACC21A  
 FONTFIX .LST 004 L21A  
 PUFFSIP .BAS 057 L21A  
 BOOT1 .ASM 005 L21A  
 BOOT3 .ASM 005 L21A  
 BOOT4 .ASM 002 L21A  
 BOOT5 .ASM 004 L21A  
 BOOT9 .ASM 002 L21A  
 SALFORTH.BAS 004 L21A  
 CRASH .BAS 138 L21A  
 CRASH1 .ASM 138 L21A  
 CRASH2 .ASM 168 L21A  
 CRASH3 .ASM 107 L21A  
 XYMATCH .BAS 00t L21A  
 VECTOR1 .BAS 006 L21A  
 VECTOR2 .BAS 007 L21A  
 ANALOG .18 001 L21A

LACC .21B 001 LACC21B  
 FOLLOW1 .BAS 005 LACC21B  
 FOLLOW2 .BAS 007 L21B  
 FOLLOW3 .BAS 008 L21B  
 HBUB .BAS 036 L21B  
 HBUG .ASM 123 L21B  
 MUNCHIN .BAS 063 L21B  
 KAL2 .ACT 017 L21B  
 FILEMAKR.BAS 005 L21B  
 FILEEM .BAS 036 L21B

LACC .22 001 LACC22  
 SINE1 .BAS 013 L22  
 SINE2 .BAS 025 L22  
 BRING .BAS 076 L22  
 BRING1 .ASM 141 L22  
 BRING2 .ASM 141 L22  
 SNS .BAS 021 L22  
 SNS .ASM 081 L22  
 TOUCHTON.BAS 011 L22  
 BOOT4 .ASM 002 L22  
 BOOT5 .ASM 003 L22  
 BOOT6 .ASM 003 L22  
 BOOT7 .ASM 004 L22  
 BOOT9 .ASM 002 L22  
 BOOT11 .ASM 004 L22  
 DEFAULT .BAS 008 L22  
 SIEGE .BAS 043 L22  
 A .3D 013 L22  
 TOWER .3D 005 L22  
 ROT3D .LST 013 L22  
 ANALOG .19 001 L22

LACC .23 001 LACC23

LACC .24A 001 LACC24A  
 MENU . 039 L24A  
 RUMMY . 125 L24A  
 MONOPOLY. 219 L24A

CHESSE . 081 L24A  
 CONVOY . 151 L24A  
 PARATROO.P 035 L24A

LACC .24B 001 LACC24B  
 BINACOMP. 064 LACC24B  
 GEMFONT . 025 L2tB  
 SHADOW . 083 L24B  
 FIXXL . 089 L24B  
 LINE25 . 022 L2tB  
 LINE25 .CUS 007 L24B  
 COPY16 . 004 L24B  
 COPYWIZA.RD 026 L24B  
 DISKLIST. 010 L24B  
 E . 028 L24B  
 COLUMN80. 011 L24B  
 XLATOR . 04x L24B  
 LIGHTPEN.COM 048 L24B  
 XCXL . 014 L24B  
 RAMDISK . 004 L24B  
 DOCREAD . 045 L24B

LACC .25A XXX LACC25A  
 TITLE . 009 L2uA  
 ERRTRAP . 026 L25A  
 TINYTEXT. 092 L25A  
 MATHS . 034 L25A  
 VARILIST.LST 0p4 L25A  
 CALENDAR. 019 L25A  
 TINYDOS . 026 L25A  
 DISK2CAS. 0x8 L25A  
 PLAYERS . 084 L25A  
 ASSEMBLE. 061 L25A  
 BINSAVE .CAS 018 L25A  
 HEXTODEC. 009 L25A  
 RPMTTEST . 005 L25A  
 FLASH . 00s L25A  
 RUNTIME . 009 L25A  
 TEXTPLOT. 063 L25A  
 TINYTEXT.DOC 02v L25A  
 MENU . 017 L25A  
 SYSTATUS. 031 L25A

LACC .25B 001 LACC25B  
 TITLE . 009 LACC25B  
 MENU . 044 L25B  
 CHICKEN . 064 L25B  
 OILWELL . 076 L25B  
 KNIGHTS . 091 L25B  
 LANDER . 049 L25B  
 BOXES . 049 L25B  
 CATNMOUS. 073 L25B  
 BALLOONS. 0y2 L25B  
 FORMULA1. 055 L25B  
 SCROLL . 012 L25B

LACC .26A XXX LACC26A

BEAMTRON. 078 L26A  
 OLYMPIC . 028 L26A  
 BRIDGEBI.LDR 085 L26A  
 OLYMPIAN. 123 L26A  
 INSECTS . 027 L26A  
 FROGGIE . 040 L26A  
 KRAIDER . p28 L26A  
 TRON . 087 L26A  
 BOWLING . 157 L2vA  
 RAINSTOR.M 0u2 L26A

LACC .26B 001 LACC26B  
 AGENT . 157 LACC26B  
 CHISLER . 024 L26B  
 SUBS . 0x8 L26B  
 MOONBEAM. 048 L26B  
 RATSREVE.NGE 087 L26B  
 COBRA . 0u5 L26B  
 SOLITAIR.E 102 L26B  
 COLONY7 . 089 L26B  
 F . 009 L26B

LACC .27A XXX LACC27A  
 TITLE . 107 L27A  
 CLEWSD . 048 L27A  
 MASTMIND. 034 L27A  
 CIVILWAR. 072 L27A  
 LUNAR . 070 L27A  
 SPIRALS . 011 L27A  
 CONCENTR. 038 L27A  
 LOGO . 016 L27A  
 SHELL . 008 L27A  
 BALL . 009 L27A  
 CONE . 006 L27A  
 DIZZY . 017 L27A  
 MUNCHERS. 045 L27A  
 PACDEMO . 021 L27A  
 EGGS . 052 L27A  
 COLOURS . 015 L27A

TITLE . 009 LACC27B  
 CRICKETS. 098 L27B  
 ELECTRIC. 093 L27B  
 STARBASE. p63 L27B  
 MOTIE . 088 L27B  
 MATCHES . 016 L27B  
 MENU . 044 L27B  
 TRENCH . 109 L27B  
 SIMON . 025 L27B  
 ESCAPE . 0p8 L27B  
 VORTEX . 011 L27B  
 HYPNOSIS. 008 L2wB  
 MELON . 0q1 L27B  
 SAS . 009 L27B  
 MAZE . 023 L27B  
 STRIPES . 0py L27B

LACC .28 XXX LACC28  
 FONT . 071 L28  
 SHADOW .COM 083 L28  
 SHADOW .PRT 003 L28  
 DISASM65. 077 L28  
 DISASM65.PRT 003 L28  
 DISASM65.DOC 047 L28  
 SHOW . 017 L28  
 KEYS .P 062 L28  
 FASTDUP .BIN 027 L28  
 GRAPH .P 062 L28  
 FILEPRIN.NEW 030 L28

LACC .29 XXX LACC29  
 SCOPY .COM 021 L29  
 DTOCAS .COM 020 L29

LACC .30 XXX LACC30  
 MUS78 .INT 019 L30  
 MUS78 .DAT 002 L30  
 MUS78 . 131 L30  
 MUS78 .AUX 058 L30  
 MUS78 .DEM 014 L30  
 BEE . 061 L30  
 FANTIMP . 131 L30  
 MUT . 125 L30  
 WTC15 . 068 L30  
 NUNKOMM . 012 L30

LACC .31A XXX LACC31A  
 SPDSRPT.OBJ 067 L31A  
 ENTERP . 065 L31A  
 SPOCK1 . 0u2 L31A  
 ZPLOT .DOC 064 L31A  
 RAMDISK .COM 009 L31A  
 GUP .BAS 058 L31A  
 GUP .OBJ 016 L31A  
 GUPDEMO .BAS 031 L31A  
 PIXAVG .BAS 020 L31A  
 PIXAVG .OBJ 045 L31A  
 ZPLOT . 047 L31A  
 SETUP .COM 07p L31A  
 COPY32 .COM 056 L31A  
 DISNEY . 006 L31A

LACC .31B 001 LACC31B  
 RAMDISK .COM 009 LACC31B  
 SETUP .COM 070 L31B  
 COPY32 .COM p56 L31B  
 DISKFIX .COM 05w L31B

LACC .32 XXX LACC32  
 MENU . 018 L32  
 HELP .BAS 004 L32  
 DOC .TXT 018 L32  
 CRBUST .BAS 004 L32  
 DUMP .LOG 017 L32

CRBUST .M65 015 L32  
 DSKIOFIX.BAS 013 L32  
 DSKIDMAK.BAS 105 L32  
 KEYMAC .BAS 013 L32  
 VIEW .BAS 011 L32  
 BOXIN .BAS 030 L32  
 EPROG .M65 058 L32  
 EPROG .OBJ 008 L32  
 GIGI .PIC 019 L32  
 CHEERIO .BAS 002 L32  
 LES .PIC 041 L32  
 NAT .PIC 036 L32  
 JULIANNE.PIC 034 L32  
 PATRICK .PIC 048 L32  
 MICHAEL .PIC 033 L32  
 CHARLES .PIC 053 L32  
 EVE .PIC 041 L32

LACC .33 001 LACC33  
 CESDEMO .OBJ 151 L33  
 SMART .DOS 001 L33

LACC .34 001 LACC34  
 MONEYMAT. 061 L34  
 MORTGAGE. 038 L34  
 LOANCHRT. 011 L34  
 LOANSCRN. 017 L34  
 LOANPNTR. 018 L34  
 DECISION.MKR 036 L34  
 STOCKSHT. 053 L34  
 INVEST . 127 L34  
 PERSONAL.FIN 181 L34

LACC .35 001 L35  
 HNTRANSL.OS 085 L35  
 LACC .36 001 LACC36  
 HSCOPE .OBJ 085 L36  
 AUTODIAL.DOC 033 L36  
 TSCOPE .HLP 037 L36  
 TSCOPE .DOC 046 L36  
 TSCOPE .OBJ 087 L36  
 HEXBIN .OBJ 024 L36  
 SPDSCRIPT.OBJ 067 L36

LACC .37 XXX LACC37  
 NAN .N 062 L37  
 NAN .B 062 L37  
 NAN .L 062 L37  
 DEMO . 032 L37  
 DEMO .A 005 L37  
 DEMO .B 004 L37  
 DEMO .C 005 L37  
 DEMO .D 006 L37  
 DEMO .E 005 L37  
 DEMO .F 004 L37  
 DEMO .G 004 L37



RING! RING!  
 WHO'S THERE?  
 BLOOM COUNTY.  
 BLOOM COUNTY WHO?



NO.

BLOOM COUNTY II.

THE OFFICIAL BBS OF  
 THE LAWRENCE ATARI COMPUTER CLUB.  
 NOW SERVING THE WORLD.  
 1-913-843-1312

DEMO .H 004 L37  
 DEMO .I 004 L37  
 DEMO .J 001 L37  
 DEMO .K 005 L37  
 DEMO .L 004 L37  
 SALLY .H 0v2 L37  
 GARFIELD.H 062 L37  
 CAMERA .H 062 L37

LACC .38 XXX LACC38  
 DOS<3.0>.SYS L38

LACC .39 XXX LACC39  
 ATARI TRANSLATOR L39



## We'll Go To 'Bat' For You

At House of Usher our primary goal is to provide a service you can depend on. We want our service to be second to none; something you can take for granted — always knowing you will receive a top quality job on time and within budget.

In a recent survey of our customers we were pleased to discover how you feel about House of Usher. In five categories you rated us: excellent in **QUALITY**; excellent in **SERVICE**; early or on time in **DELIVERY**; low in **PRICING**; and excellent in **TREATMENT** and **COURTESY**. This is important to us because it's important to you. We're here to handle your printing and copying needs. We'll go to bat for YOU.

*Service Beyond Duplication*

**HOUSE OF USHER**   
 638 MASSACHUSETTS STREET • LAWRENCE, KANSAS 66044 • PHONE (913) 842-3610

## YOUR AD HERE!

FULL PAGE \$40.00  
 HALF PAGE 20.00  
 1/4 PAGE 10.00  
 BUSINESS CARD 5.00

SEND CAMERA READY  
 COPY TO:  
 P.O. BOX 1415  
 LAWRENCE, KS 66044

Permission to reprint or excerpt is granted only if the following line appears at the top of the article:

ANTIC PUBLISHING INC., COPYRIGHT  
1986. REPRINTED BY PERMISSION.

ANTIC ONLINE'S FIRST REPORT FROM  
APRIL 1986 COMDEX  
By DEWITT ROBBELOTH, ANTIC  
EXECUTIVE EDITOR

ATLANTA, April 28, 1986 -- COMDEX convened today in this unseasonably steamy southern city to reveal what's new in the world of computers. Thousands of attendees and exhibitors found refuge in the air conditioned caverns of the huge Georgia World Congress Center, where glittering islands of plastic and plywood formed rookeries for computers and their gadgets.

Against a backdrop of names like Epson, AT&T, Panasonic, Zenith, and IBM, Atari and Commodore waged a battle for 16-bit supremacy. Commodore's Amiga exhibit would have won the prize for "best float" if COMDEX was a parade. This could be seen as a reaction to that company's absence from the last COMDEX in Las Vegas, when Atari scored innumerable hits with its roundup of third-party developers for the ST. This time Commodore answered in kind, with an armada of impressive Amiga programs.

Meanwhile, Atari bolstered its image with a gathering of products for its 8- and 16-bit computers.

#### 8-BIT RELEASES

Though still not yet available, the long-awaited 80-column card -- the XP801 -- was shown for the first time in this country. The card should work with all 8-bit Ataris, including the 400. The XP801, which is about the size and shape of a 3.5-inch disk drive, plugs into a joystick port and drives any monochrome monitor. It also has a Centronics parallel printer port. It will sell for \$80 when it rolls out next August.

Two programs will enter Atari's inventory this week, according to John Skruch, Manager of XE Software Products for Atari Corp. The first is Atari Planetarium, a serious astronomical tool and study aid previously announced at the June 1985 Consumer Electronics Show. This program, by Deltron, gives you the universe for a mere \$24.95. You can choose any place on earth as a vantage point, then examine the heavens above (and even below) from that position.

The view angle can narrow down from 72 degrees to 18, and even look through the earth to reveal the relative positions of 1,700 planets and surrounding stars. Your

years.

Star Raiders II for the 130XE is also apparently a reality, at \$19.95 from Atari. This game is largely the work of Gary Stark and Bruce Poehlman. The protagonist must protect planets and attack ground stations in two solar systems, pitted against more aggressive enemies. A more extensive version of the original Star Raiders will be offered later to ST owners.

Atari is once again showing a dot-matrix printer. The XM801 will list for \$220 and offers both tractor and friction-feed. It connects directly to the computer and needs no interface. It is said to be Epson compatible and is apparently capable of superscripts, subscripts and boldfacing.

#### 16-BIT ANNOUNCEMENTS

New and most interesting in the ST software lineup is OS-9 from TLM Systems, Peasantville, NY. This Unix-like operating system for the ST permits true multi-tasking, while providing access to BASIC, C, Fortran and Pascal.

Mark Williams Company demonstrated its C Programming System, a powerful compiler with a set of advanced utilities designed specially for professional program development with the ST. It will sell for \$180 when released in May.

Atari is making a point about the number of programs available for the ST computers, and has issued a \$10 "ST Software Catalog." The catalog lists 21 word processors, 16 databases, 7 spreadsheets, 25 financial programs, 16 communications programs, 22 graphics, 10 music, and more than 200 other programs for the Atari ST.

A number of other ST applications were shown today, including a demonstration of Tom Hudson's soon-to-be-released CAD-3D. This was shown at the Antic booth along with a rotating, solid-model version of the logo from START - The ST Quarterly, which Antic will present this June.

The Atlanta COMDEX is one of 35 high-tech trade shows put on each year by The Interface Group, which recently added the West Coast Computer Faire to its lineup. COMDEX is an acronym for Computer Distribution Exposition, and its focus is to serve the independent distributor of computer products, not the manufacturer. Organizers expect 40,000 visitors at the 3,300 booth units, which represent over 700 companies.

ATLANTA COMDEX, April 29, 1985 - Antic Publishing's president, James Capparell, presented the first Antic Awards for Atari Achievement to ten winners at a celebration held here tonight in the Atrium of the spectacular Marriott Marquis Hotel. The occasion also marked Antic's fourth anniversary as Atari's leading publication.

About 250 guests representing 50 companies and the

Atari user community applauded the winners and shared hors d'oeuvres, cocktails and Antic's birthday cake while enjoying the breathtaking view from the Atrium's skyline level.

The Marriott Marquis is an architectural masterpiece by John Porter in which fifty tiered levels enclose an enormous interior space called the Atrium. The skyline level, where the awards were presented, looks outward at downtown Atlanta and inward to the vast open center of the hotel.

Accepting "Atarian of the Year" award for Jack Tamiel, Chairman of Atari Corp., was his son, Sam Tamiel, President of the company. Sig Hartmann, VP for Atari Software, accepted the "Engineering Award" for Atari's R&D chief, Shiraz Shivji, who was not attending COMDEX.

Sasumo Yamaguchi, President of Star Micronics, accepted an "Outstanding Product" award for his company's Star SG-10 printer. Other chief executives accepting their awards were "Wild Bill" Stealey of Microprose for "Consistent Support," and Michael Reichmann of Batteries Included for "Outstanding Contribution." Dick Dickson, Director of North American Sales for Digital Research, Inc., accepted an award for the GEM interface on behalf of Gary Kildall.

The "Lifetime Contribution Award" to Optimized Systems Software was accepted by OSS's Director of R&D, Mark Rose. The "Outstanding Product Award" for Computereyes was accepted by Digital Vision's Executive VP, John Pratt.

The user community was represented by Mike Dunne, founder of Eugene ACE (Atari Computer Enthusiasts), which was named "Outstanding User Group." "Outstanding Antic Contributor" Matthew Ratcliff could not be present, so the award was accepted on his behalf by Ian Chadwick, another outstanding talent in the Atari world.

Winners Infocom and Activision (now Knowledge Set) did not attend the ceremony.

The physical awards were each a three dimensional Antic "A" mounted on a teak base that bore the appropriate inscription. They were designed by Jaciow Designs of Palo Alto, CA.

The mood of the gathering was pleasantly self-congratulatory as many veterans of the Atari wars reflected on their good luck, staying power and battles yet to come. The Antic party provided a happy close to the second day of COMDEX here. Look for more product reports tomorrow.

Permission to reprint or excerpt is granted only if the following line appears at the top of the article:

ANTIC PUBLISHING INC., COPYRIGHT 1986. REPRINTED BY PERMISSION.

THIRD COMDEX REPORT FROM ANTIC  
BY DEWITT ROBBELOTH, ANTIC EXECUTIVE EDITOR

ATLANTA COMDEX, April 30, 1986 - Products for the Atari ST computers dominated the Atari exhibit at the Georgia World Congress Center here as COMDEX entered its third busy day. Atari Corp. President Sam Tamiel and VP Sig Hartmann prowled the purple and silver Atari enclave, touching base with the 30 independent software vendors invited by Atari to show products there. According to Hartmann, 2,000 ST developers worldwide are expected to bring a bonanza of products to market yet this year.

#### CAD-TYPE PROGRAMS

Several graphics products attracted attention. The Graphic Artist from Progressive Computer Applications, Inc., claims to be a new category of software, beyond Computer-Aided Design (CAD). While providing full CAD features, The Graphic Artist also contains complete business graphics and text-handling systems with built-in and modifiable fonts. Using this product, a single worker can produce professional monochrome documents containing accurate graphic elements to any desired scale alongside any desired text. The package sells for \$495 and is available now. Optional command language is \$245 additional.

Easy Draw, by Migraph, lacks some of the power of Graphic Artist, but only costs \$150, while retaining quite impressive abilities to create B&W and color drawings of great accuracy and detail. Not a paint program, it is truly object oriented, and makes its pictures by combining lines and geometric shapes that can be manipulated in many ways. It has limited text-handling (really labeling) ability, and is choosy about output devices.

An unusual CAD product is the PCBoard Designer distributed by Abacus Software. This monochrome program attempts only to facilitate the frequent need to design printed-circuit boards. The program's library contains a reasonable selection of electronic devices, and users can add their own if needed. Move these to the work area and arrange as desired; specify the connections and they are made automatically. The traces are marked out in several widths with proper spacing. PCBoard Designer costs \$395 and will be available May 15.

CAD-3D, by Tom Hudson, makes it easy to create three-dimensional objects of great complexity, and examine them from all sides as wire-frame or solid models in monochrome or color under several different lighting conditions. Saving successive frames in RAM or on hard disk enables effective animation of the object. CAD-3D will be available May 15 from Antic for \$49.95.

#### FILE SERVER

A file-server system for the Atari ST computers was shown by BMB Compuscience of Canada, Ltd. The server is



actually an IBM clone (a Compaq in the demonstration) dedicated to the task. With a 20-megabyte hard disk onboard and a \$895 card installed, the server can accommodate 63 computers which must be either IBM compatibles or Atari STs equipped with BMB's interface box. The interface costs \$495 and will be available in July. This sounds like an expensive way to set up a local area network, but it is quite reasonable compared to the cost of using all IBM equipment.

When connected to the file server, each computer has its own assigned space that can be protected with a password of the user's choosing. Depending on the permissions of the network manager, each user may also read from or write to other users' space, and even exchange data and programs if the formats are compatible. For instance, the demo at COMDEX showed data from The Manager, running on a Compaq, transferred into The Manager, running on the ST. The Manager is a full-featured database program, also from BMB Compuscience, that costs \$169 for the ST version.

The file server also contains a cassette tape backup for its hard disk. Another tape backup system for the Atari hard disk was shown by Atari: It uses a specially spooled tape housed in a small case and it can back up 10 megabytes in four minutes.

#### THUNDER

Thunder, from Batteries Included, is a desk accessory for the GEM Interface that checks spelling in real-time.

It also expands abbreviations, and analyzes statistics for a given document. The spelling checker's 50,000 word dictionary can be expanded to 70,000 by the user. The program rings the system bell whenever a typed-in word does not match a dictionary word. The writer can then correct any obvious error, or if stumped, call up a sophisticated series of replacement words from the dictionary. One mouse click makes the replacement, and the bell can be disabled if bothersome.

The expansion feature makes it possible to set up several hundred abbreviations (5K worth), which when typed into a document are automatically expanded to full length. For example, BI could stand for Batteries Included. A small repertoire of abbreviations is provided with the program, but the rest must be set up by the user, and of course, no abbreviation can duplicate a dictionary word.

The analysis feature counts syllables, syllables per word, total words, sentences, words per sentence, and performs some tests - such as percentage of words with more than three syllables. It also calculates a FOG index and a Flesch index and tells the writer the educational level required for the average reader of the document. Thunder is compatible with many GEM-based document programs. It costs \$39.95 and will be available July 1.

#### FINANCIAL MATTERS

Batteries Included also introduced the Isgur Portfolio System (IPS) for securities management. This includes complete data for all equity investments, including total value, gains and losses of the portfolio as of the last price updating. A full-featured telecommunications section of the program, called I&S Talk, automatically calls Dow-Jones, CompuServe or other services for prices and posts them to the individual security records.

I&S Talk will be available separately from Batteries Included. It features full upload/download, Xmodem transfers, editable capture buffer, user-defined macros, on-screen clock and auto-log. The portfolio program permits "what if" modeling, and tracks diversification graphically. Messages to the user occur when preset criteria are met (e.g., "signal if stock decreases 10%"). Dozens of special features make IPS a program that must be seen to appreciate. It will be available June 5 for \$199.

Dac-Easy is a powerful but inexpensive accounting program ported to the ST from the IBM, in which version it was named Product of the Year by InfoWorld in 1985. Amazing as it seems, this fully implemented and integrated "business tool" costs \$69.95. It includes general ledger, accounts receivable, accounts payable, purchase order control, billing, inventory and forecasting. It does not include payroll or taxes. It was designed by three CPA members of the company and is the tool Dac Software Inc. uses to do its own multi-million-dollar-a-year accounting.

#### OKIFACE

The Plug 'N Print Kit to connect the Okimate 20 color printer to the ST computers was shown by Okidata and is now available for \$99. The printer costs \$169 without the interface and boasts a bright and true color rendition for the ST. It also prints B&W characters at 80 cps (draft) or 40 cps (NLQ) for low-productivity word processing.

Antic and Analog magazines shared counter space at the Atari exhibit where they distributed free copies of their latest issues. Analog was promoting its ST&LOG, now a magazine within a magazine, and Antic announced its new mag-and-disk publication, START - the ST Quarterly, available June 1. Watch Antic Online for a final report on Atari products at the Atlanta COMDEX.

ANTIC PUBLISHING INC., COPYRIGHT  
1986. REPRINTED BY PERMISSION.

ANTIC ONLINE'S COMDEX WRAP-UP REPORT  
BY DEWITT ROBBELOTH, ANTIC EXECUTIVE EDITOR

ATLANTA COMDEX, May 1, 1986 - Synthesized music drowned out the hubbub of COMDEX's final day at the Atari booth as

vendors displayed various MIDI-related products for both the XE and ST computers.

Hybrid Arts, from Los Angeles, showed MIDITRACK-3, for the Atari 130XE, that allows the player to control 16 separate tracks. The package lists for \$374 and includes a MIDI interface for the XE. MIDITRACK ST, from Hybrid Arts is a professional music system of hardware and software that offers composers 60 programmable tracks and discrete control over 16 synthesizers. It costs \$575.

Other musical products for the ST included MIDIPLAY 1, from Electronic Music Publishing (Santa Monica, CA). This \$50 hobbyist tool records and plays back up to 16 channels and requires a MIDI synthesizer. Activision showed the \$60 Music Studio, an educational and compositional program for the amateur. XLent Software showed its ST Music Box, a MIDI editor and sequencer that can control up to eight channels. It can use either the ST's voices or an external synthesizer, and sells for \$50.

Print-Technik of Munich showed a \$299 video digitizer (with software) for the Atari STs. The system includes software and a small digitizer box that connects to the computer through the printer port. The digitized image is black and white, with 16 gray levels at 512 X 512 pixel resolution. Buyers must specify if they want the image rendered on monochrome or color monitor in order to get the correct software. The digitizer requires that the subject remain still during a 5-second scanning process.

An animation program called Make It Move rolled the dice and tended bets on a full-color simulated craps table. The craps game is being developed for Harrah's casinos to teach patrons how to play, but will be available on disk for \$40. Make it Move is compatible with all popular ST paint programs, and is available for \$50 from Avila Associates (Lafayette, CA).

Hippopotamus Software showed their \$140 EPROM burner kit for the ST. Consisting of software and a burner device that plugs into the parallel printer port, the system works with 2764, 27128, 27256 and 27512 EPROM chips. EPROMS can be ganged onto Atari ST cartridge cards, available for \$15 each.

Regent Base is Regent Software's \$99 relational database. It uses the GEM interface but works very much like dBASE II. It uses English commands and has mail-merge with the Regent Word II program. A special Bridge program moves data between other databases. Regent Base is scheduled to ship on June 1.

The next COMDEX will be in Nice, France, in July. The next trade show for Atari and Antic will be the Consumer Electronics Show (CES) in Chicago, June 1-4, where Antic will present the premiere issue of START, The ST Quarterly.

## GIVING THE FACTS

by Drew Satriano

Reprinted from the Feb 86 PACE newsletter

### ST NEWS

Atari is currently working on an IBM emulator to be announced in February or March. It will be 100% compatible with the IBM pc unlike the Amiga which is only 68% compatible.

Questions are around on how many meg's an ST

can handle. Here is your answer: Sixteen bit machines can handle 16MBytes of RAM with the right hardware but the ST can only handle 4MBytes due to the TOS (it tells you this right in the manual). We can all hope that Atari will change this.

Nintyfive percent of the RGB monitors around only display eight colors because they are cheap digital RGB monitors (no offense to any of you owning these). So if you want to display 512 colors get the Atari SC1224 color analog RGB monitor. IT is also a better monitor than the Amiga's analog RGB monitor.

## BUGS IN TOS

1. If a folder is exactly eight characters (no extenders) it is unusable and may crash the disk.
2. If you put out more than 99 files to a disk you get mushroom clouds (easy to do with the SF314 and a lot of small files).
3. If you quickly push a disk icon to the screen edge the system locks up.
4. Double sided boot disks require more than just copying the boot sector; you also have to update the sector capacity, and the number of the checksum to adjust to the changes. Should have been easier to do than all that.
5. If two disks have large directories, and they are open simultaneously, the system crashes and or locks up.

Reprinted by permission from KC-ACE

Reprinted by permission from

Blackhawk A.C.E. Newsletter - - - -

The following is a reprint from the September, 1985 issue of 'Feedback', Adelaide Atari Computer Club, South Australia.

What kind of member are you?

Are you an active member,  
the kind that would be missed?

Or are you just contented  
that your name is on the list?

Do you attend the meetings  
and mingle with the flock

Or do you stay at home  
then criticize and knock?

Do you take an active part  
to help the work along?

or are you satisfied  
to only just belong?

Think this over member,  
you know what's right from wrong.

Are you an active member  
or do you just belong?

## ATARI OCTOPUS

There we were, me and my new XM301 modem, 30 fathoms deep into the newest local bulletin board, looking eyeball to boob tube into the secret expert user codes for the system. Oh no! My disks are already full of booty and I don't have any formatted floppies left. How can this valuable information be brought back to the surface? Desperately, I switch on my trusty MX80 printer and try to execute a screen dump. Oh no! Nothing happens! the system access time is quickly running down. My screen echos "One minute left". Time ticks away. Still no printer response!!! My screen echos "Thankyou for using the Best Little Bulletin Board in Town, ya All come back real soon now." Rats! I'll never figure out how to get back to where the secret expert user codes live!

Back on the surface, the problem becomes clearly evident. The new Atari XM301 modem is really a great buy for less than \$39. However, for Atari to be able to produce this thing to sell at that price, something had to be left off. What they left off was the serial bus daisy chain connector (probably saved them a buck and change). That's the connector which lets you plug one disk drive into the next, into a printer and so on. The only other Atari peripheral with the daisy chain port problem is the cassette tape drive. Atari probably figures no one needs cassettes any more, so why not let the XM301 be the last peripheral in the chain?

Well, you see, I have another great buy. An MPP alias CARDCO parallel printer interface which is also missing the daisy chain connector. The result is I can't have my printer and modem plugged in at the same time. It gets to be a real pain untangling and sorting cables every time I want to do something. I pull out a disk drive to switch connections and three other cables pop off at the same time (of course I don't notice until I put everything back). Modem programs won't boot until I plug the modem in; Printshop gets mad if the printer isn't plugged in. Fickled (sic) software!

To put an end to my problems I built an octopus for my Atari. Essentially, this means I cut two Atari serial interface cables in half, and spliced the same color wires together inside a junction box. I ended up with one connector to plug into the computer, and three others which can plug into disk drives, printers, or whatever. This frees up to three serial ports for single ended peripherals. This modification also helps to untangle the nest of cables around the Atari.

Being a graduate of a local junior college (after 13 years of intensive study), this was no big problem to design and build. Anyone who has mastered the art of fabricating miniature thermonuclear devices should be able to do it also, particularly if they follow the accompanying instructions.

Hopefully, you already have two serial bus cables. Try to use only Atari cables since they have the greatest chance of being wired with the same color code (you need some luck here). The only thing you really need to buy is a small metal box to use for the junction box and perhaps a small screw terminal strip, with 15 or more connectors, in the event you're not an ace solderer. I recommend a metal box over a plastic one to prevent emi (wavey lines on your tube) when using the peripherals.

Disassemble the connectors at one end of each of the two cables by removing the screw and nut. Take off the end shell and check the wire color codes to make sure the same color wire goes to the same pin on each connector. If they don't, try another cable, or if you're really brave (e.g., nuts), make a diagram to translate the colors. Once you're sure, you can reassemble the cable ends.

Now comes the fun part. As you remind yourself these cables will cost at least \$15 a piece to replace, if you can find them, cut each cable into two pieces. You may want to make the cut so each cable is a different length as required by your individual computer setup.

With a good pair of wire strippers or a sharp knife, strip the black outer insulation back about three inches. **Be very careful not to cut into the inner wires.** Then strip the individual wires back about 1/4 of an inch.

Drill holes for the cables in a box and pass the wires through the holes before you begin making the connections. If you don't do this first, you will get very upset when you have to unsolder and resolder everything.

Join each set of the same color wire combination (four wires) by twisting them together and soldering or connecting them together at a connector terminal. When you finish, you will notice some bare wires (the shield) left over. Connect these together and fasten them to the metal box.

If you soldered the wires, insulate the exposed connections with electrical tape or heat shrink tubing. This will help prevent the need for a fire extinguisher when you plug things back in.

Triple check everything carefully, short circuits are expensive. Place the cover on the box and you're ready to go. Just plug one end of your octopus into your computer, and the other three ends can connect to your other peripherals. Your single ended peripherals can then be connected to open daisy chain connectors on the other peripherals.

- Ron Robinson

## POWER

(Reprint: January, 1986 issue of STATUS) If you've ever had a power supply go bad (as mine did) you know how long it can take to get a replacement. A few phone calls to local vendors reveals a one week wait at the minimum. Undaunted (and impatient), I decided to build my own power supply.

By using the circuit diagram (See Figure 1) and following the construction notes which follow, you can have a "beefy" power supply which will handle any demand the 800XL can place on it. And yes, it will indeed power a RamDisk modification. As an added feature, I've included surge protection with the power supply.

The heart of this power supply is a LM323K +5 volt regulator IC. With the proper heat sink, the regulator can provide up to 3 amps to your computer. The 800 XL requires less than 1.5 amps (the 130 XE less than 2 amps), so with a 3 amp rating this regulator is ideal for the power supply.

For connecting to your computer, you may purchase a 7-pin "DIN" connector or you may cut the cable from your old supply. If you look at the diagram (see Figure 3), you'll see pins 1, 4 and 6 are the +5 volt output. Pins 3, 5 and 7 are the ground connections. With an Ohmmeter, find the wire which you cut connecting to pins 1, 4 and 6 and tag it with "+5" for future use. The other wire is the ground and it connects to pins 3, 5 and 7.

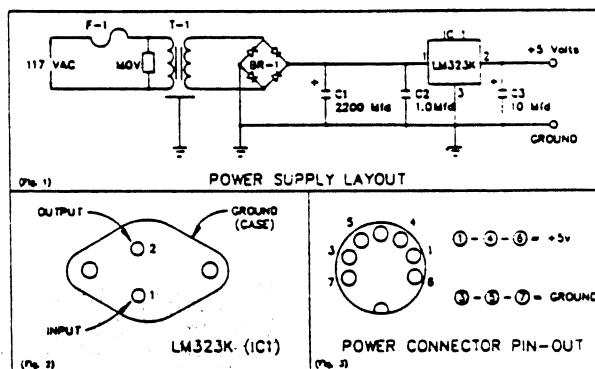
Follow the schematic (see Figure 1) and wire your project carefully. Observe the polarity of the electrolytic capacitors and study the pin-out configuration of the LM323K (see Figure 2) before making the connections.

Connect the Metal Oxide Varistor (as shown in the diagram) for surge protection. Connect the black and white wires of the line cord to the input of the transformer. A fuse holder should be wired to one of the inputs of the transformer. The green wire (if you are using a three wire cord) should be connected to the metal case of the transformer.

One final construction note. The LM323K must be mounted on a heat sink. I chose a plastic project case with a metal top (see Parts List) and mounted the LM323K to the metal top with heat sink compound. As an option, you can mount the regulator on a heat sink designed for a "TO-3" transistor case. I also recommend a TO-3 socket for the regulator for easy installation and removal.

Before connecting the power supply to your computer, power up your unit and check for +5 volts at the output. If all seems well then try your computer. If you notice any "ripple" on the screen, then recheck all your solder connections. It may be necessary to connect the case of the 12 volt transformer to ground. In extreme cases, you may have to shield the entire transformer with a piece of metal connected to ground.

Good luck with your project!



### Power Supply Parts List

- T1 - 12 volt transformer (Radio Shack 273-1352 or equivalent);
- BR1 - Bridge rectifier (RS 276-1146 or equiv.);
- IC1 - LM323K (available at local electronics suppliers);
- C1 - 2200 mfd electrolytic capacitor (RS 272-1020 or equiv.);
- C2 - 1.0 mfd capacitor (RS 272-1055 or equiv.);
- C3 - 10 mfd electrolytic capacitor (RS 272-1013 or equiv.);
- MOV - Metal Oxide Varistor (RS 276-571 or equiv.);
- Misc - Project enclosure (RS 270-232 or equiv.);
- Fuse holder.

### Meeting Agenda

June 14, 1986

Lawrence Public Library Auditorium

12:00 ST SIG

1:00 Hardware Setup

1:30 Libraries open

1:45 Business Meeting

2:15 Program: telecommunications

3:00 8-bit meeting

4:00 Libraries Closed

ATARI is a trademark of ATARI INC. The Lawrence Atari Computer Club is an independent user's group and is not affiliated with ATARI INC.

Permission is granted to other user groups to reprint any articles from this newsletter, providing that credit is given to the author and/or the source of the article.

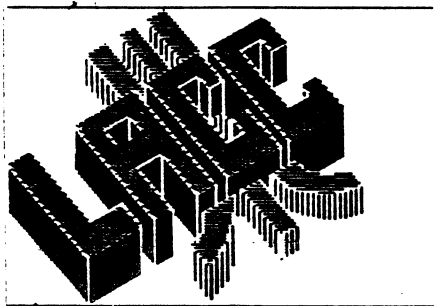


The Telecommunications Sig will meet at 1st Southern Baptist Church basement, 1917 Naismith, at 7:00pm on June 19.

The ST SIG meets at 12:00 noon at the Lawrence Public Library the day of the regular meeting. The next meeting is at noon on June 14.

-12-

Copyright © 1985 Antic Publishing.  
WUN bulletin reprinted by permission.



Lawrence Atari Computer Club  
Post Office Box #1415  
Lawrence, Kansas 66044

